



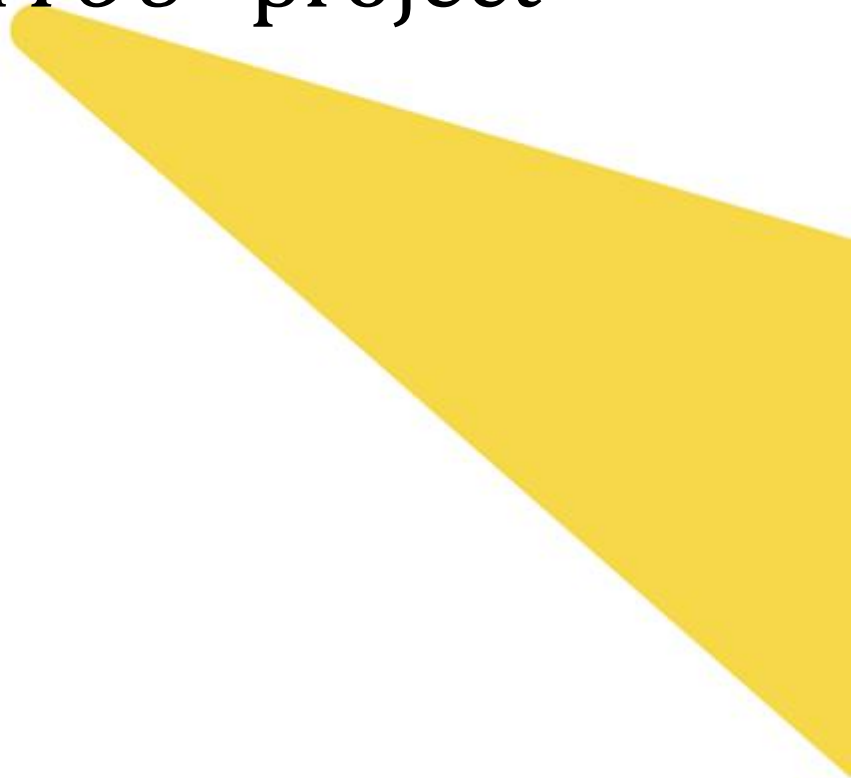
Fondazione
Politecnico
di Milano



PROGRAM
Training Action
“Transliteracy and STEM”

“TLIT4YOU” project

Milan, 29-30.09.2022



1. PROGRAM for DAY 1 –September 29, 2022 – “GAMIFICATION”

Trainer: Matteo Uggeri

9.30 -10: welcome coffee - kick off of the Training Action

10 – 12.30: **LEARN**

Basic definitions

Hints to the fundamentals of gamification

Why engagement and **gamification**

12.30-14.00: Lunch break (lunch at SKUISITO - Via Pacini 18)

14 – 16: **PLAY**

Suggestion of some tools, games or gamified activities

Game Storm activity: in groups we'll design serious games on specific topics

16 -16.30: **DISCUSS**

Doubts, questions, proposals, experience sharing

Identification of potential concrete scenarios for participants

17 – 19: wrap-up of day 1 and visit to the **Museum of Leonardo** (Galleria Vittorio Emanuele II, 11)

19: Dinner (**Farinella** Foro Buonaparte 71)

2. PROGRAM for DAY 2 –September 30, 2022 – “SteAm Approach”

10 – 12.00: **THE NEW TECHNOLOGICAL HUMANISM**

Introduction :

“The SteAm revolution: How to design, build, reflect together through cooperation”

(Trainer: Marina Di Foggia)

“Not only STEM but also STEAM”

(Trainers: Andrea Catalani, Cristiana Angelini)

“Science and Creativity for digital skills of European citizens” (PNSD action # 14 -DIGICOMP 2.2)

(Trainers: Andrea Catalani, Cristiana Angelini)

“Development of Critical thinking through SteAms”

(Trainers: Andrea Catalani, Cristiana Angelini)

12.00-12.30: Launch of challenge, Tips

12.30: Lunch break (lunch boxes¹ will be served)

14.00 – 16.00: **WORKSHOP**

14.00 – 15.00: **Part 1: Theory**

- Cultural Heritage - Maintenance of cultural places and contents through digitization (awa file / books / images / etc)
- Experience (reproduction of places, scenes, immersive experiences of stories, tales, historical events etc ...)
- Community
- Innovation of language and communication means / media

(Trainer: Andrea Gullotta)

¹ Lunch boxes will contain the following meal: Pearl barley with garden vegetables; Turkey carpaccio with rocket and grana padano petals; Delicate octopus' salad with potatoes; artisanal baked tart of apricot jam; bread

15.00 – 16.00: Part 2 Hands-on workshop

- - Use of viewers to visit places in the metaverse / VR through a chapter path (teachers divided into two groups with one viewer each)

(Trainer: Cora Gasparotti)

16.00-16.30: wrap-up and delivery of certificates of attendance. End of Training Action



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